

Awakened Cactus Shrub

small plant, unaligned

Armor Class 9 (Natural Armor)

Hit Points 11 (3d6)

Speed 20ft., 20ft. Climb

STR	DEX	CON	INT	WIS	CHA
13(+1)	8 (-1)	11(+0)	10 (+0)	10 (+0)	6 (-2)

Skills Athletics +3, Perception +2

Damage Resistances Piercing, bludgeoning, Fire

Damage Immunities Psychic

Senses tremorsense 60ft., passive Perception 12

Condition Immunities Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed

Proficiency Bonus +2

Challenge 1/8(25 XP)

False Appearance While motionless, the cactus is indistinguishable from a normal cactus.

Spider Climb The cactus can climb difficult surfaces without needing to make an ability check.

Rooted Defense The cactus has advantage on saving throws and ability checks against being pushed, shoved, or knocked prone.

Heatproof The cactus cannot be set aflame. Upon Succeeding a saving throw against an effect that deals fire damage, the cactus takes no damage. It can still benefit from photosynthesis even if it takes fire damage.

Spiked Body A creature that touches the cactus takes 4(1d6) piercing damage.

Self Propagation The cactus can still regain hit points from its photosynthesis feature even if it starts its turn with 0 hit points. It can still die as normal upon failing all of its death saving throws.

Photosynthesis

While in sunlight, the cactus gains the following benefits:

Regeneration It can regain 5 hit points at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire damage on its turn.

Rapid Recovery At the start of each of its turns, it can end one of the following conditions: poisoned.

Special Effects

Some cactus variants that rely on a saving throw for its Primary DC or Melee DC

- **Primary DC** The Primary DC for a cactus is 10

- **Melee DC** The Melee DC for a cactus is 11

Actions

Rake Melee Weapon Attack, +3 to hit:, 5ft.,, one target. Hit 4(1d4+1) slashing damage.

Harvest Table

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Challenge Rating 1/8

Harvest Challenge DC (10+½ of creature's CR rounded down) 10

Harvest/Capture 1

Harvest Chance	Capture Chance	Material	Slots
1-8	1-8	Cactus Thorns	(A,W)
9-15	9-15	Cactus Flesh	(O)
16-20	16-20	Cactus Flower	(O)

ARMOR MATERIAL EFFECTS

Cactus Thorns

- While wearing this armor, when a creature attacks you it takes 4(1d6) piercing damage.

WEAPON MATERIAL EFFECTS

Cactus Thorns

- **Critical Status(poison).** When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is poisoned until the end of its next turn.

OTHER MATERIAL EFFECTS

Cactus Flesh

- Enough water to fill 1 water skin.

Cactus Flower

- Possess antidotal agents, but it will not work by itself. Add 1d4 to a medical check.

